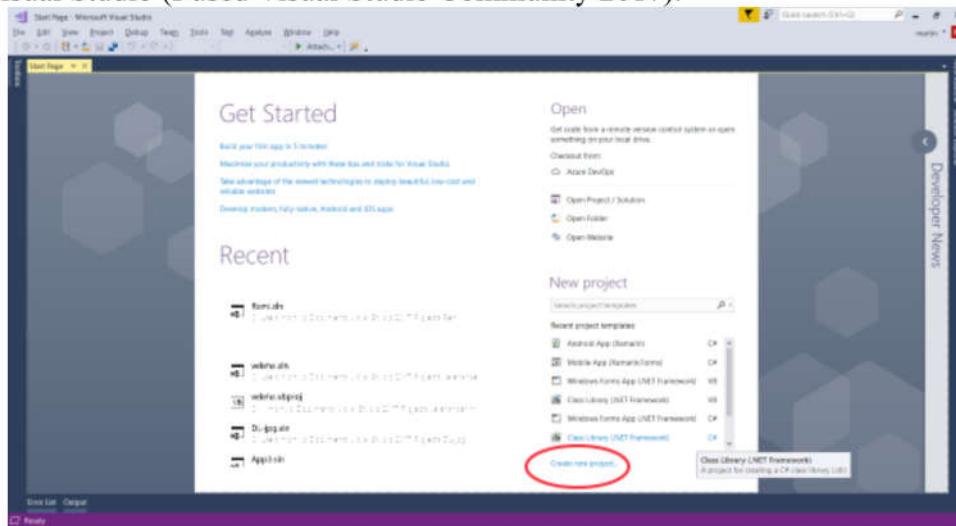
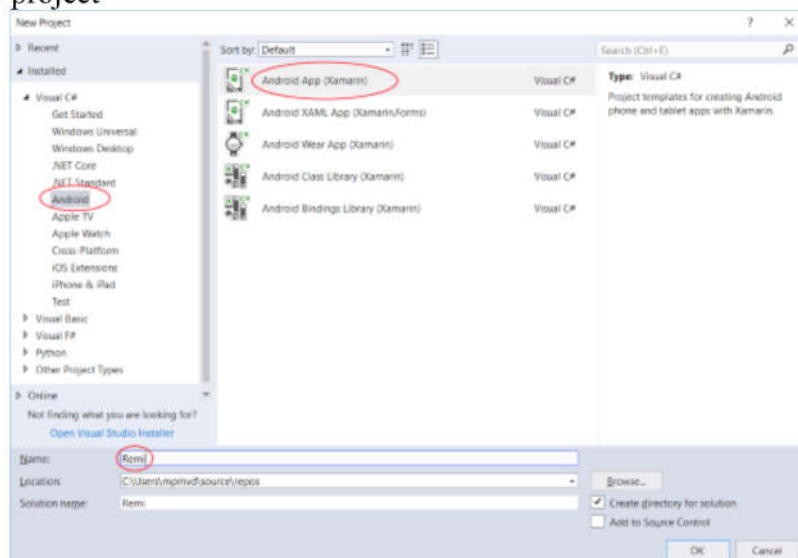


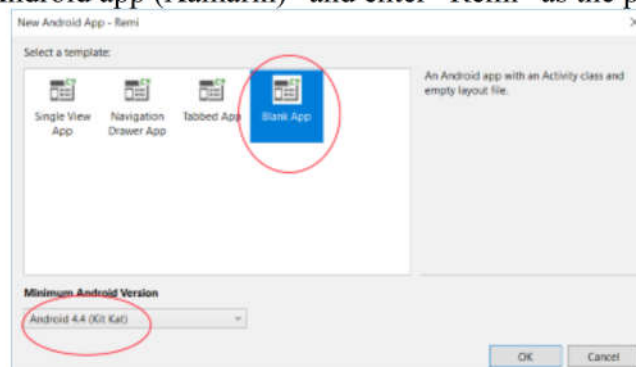
Start your Visual Studio (I used Visual Studio Community 2017).



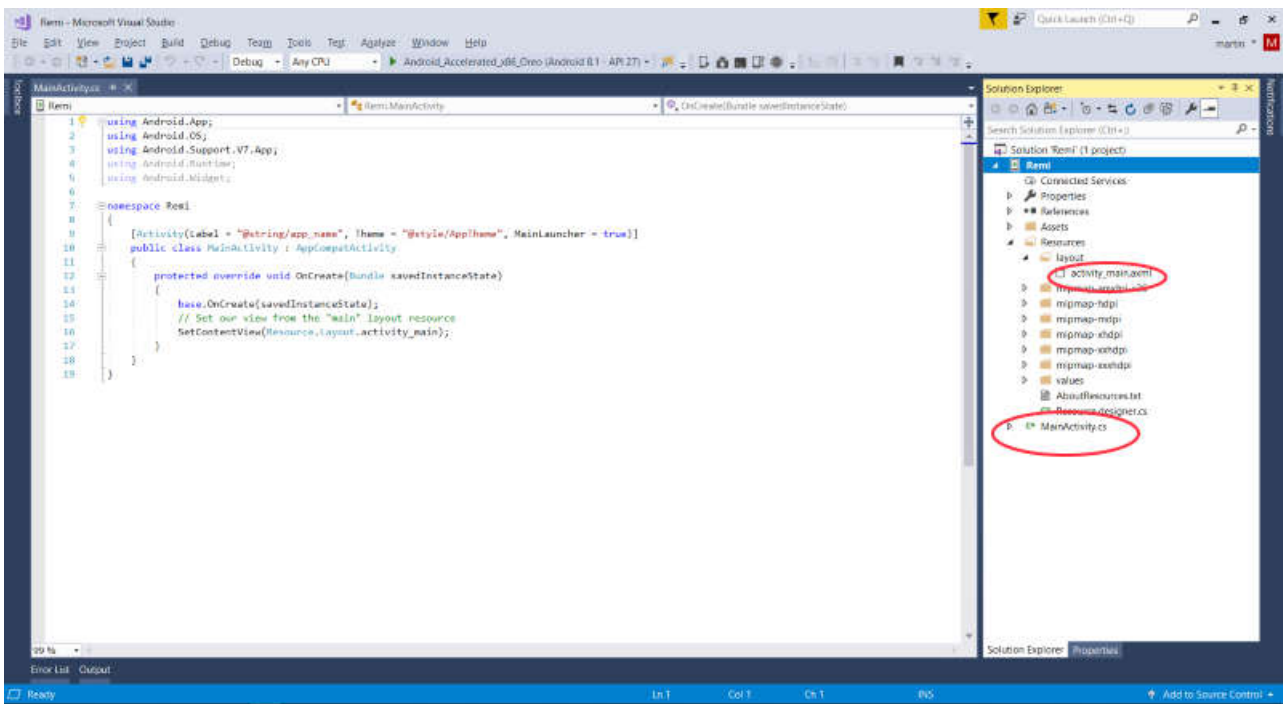
and “Create a new project”



Highlight “Android”, “Android app (Xamarin)” and enter “Remi” as the project name. Click OK.



Choose “Blank app” and adjust the minimum android version. Click OK.



Studio prepared a project with one activity and one layout.

Now copy the following files into the project structure:

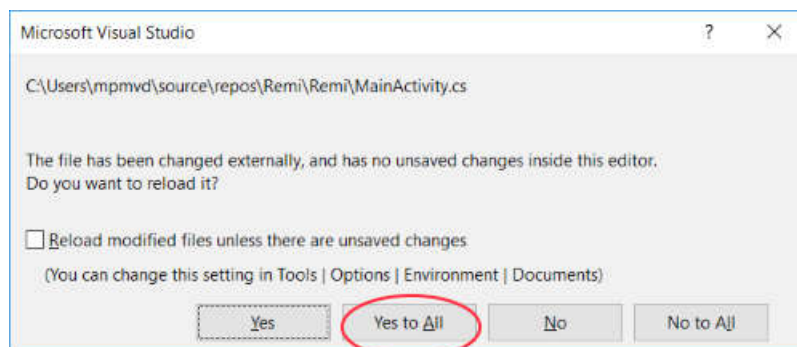
in Remi/Remi/resources/layout:

activity_main.xml
activity_scores.xml
list_item.xml

in Remi/Remi:

MainActivity.cs
Player.cs
Scorelem.cs
ScoreListActivity.cs
ScoreListAdapter.cs
Scores.cs

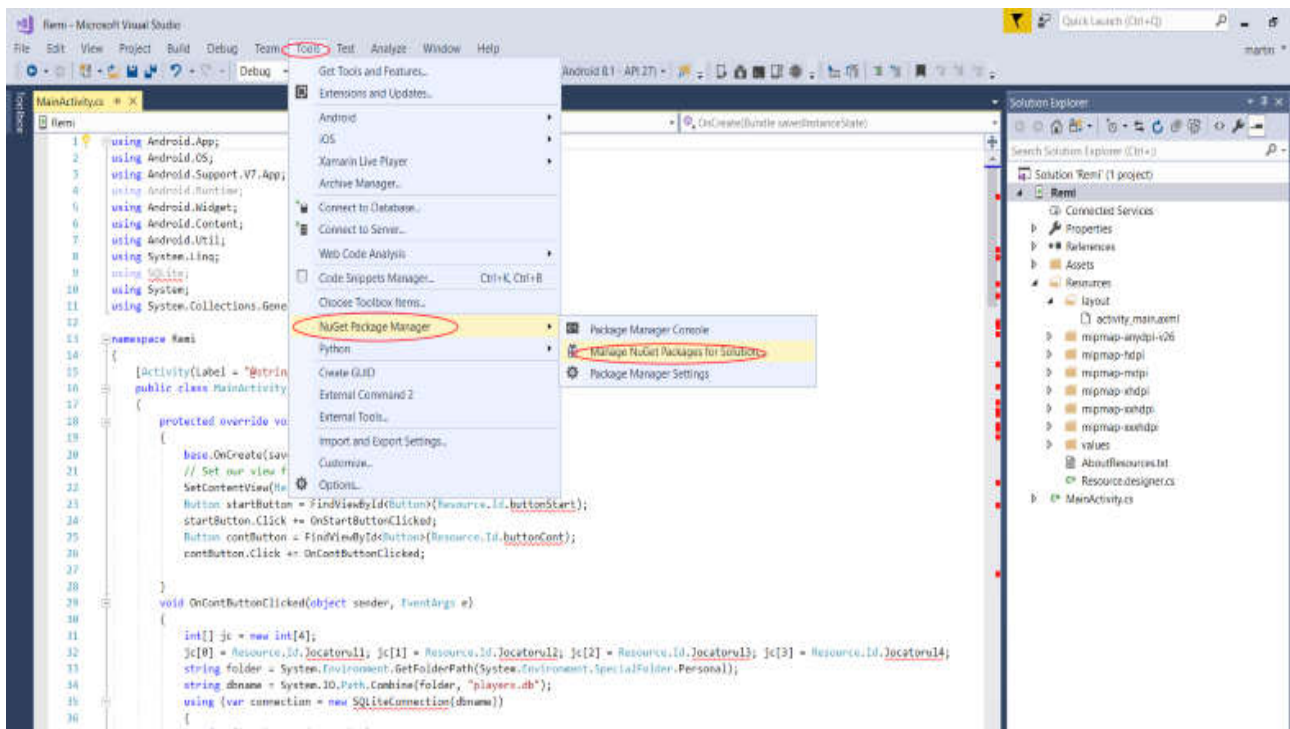
Return to Studio:



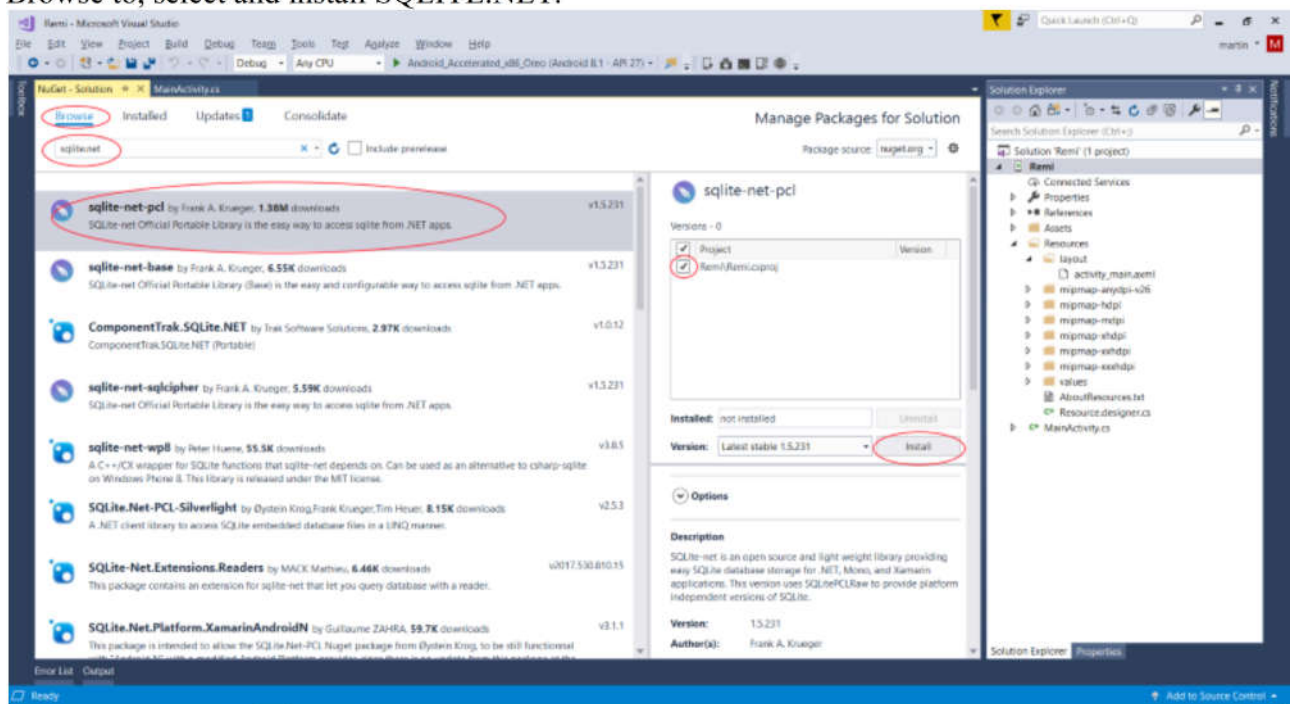
and reply Yes to all.

Add Sqlite to the project with the NuGet manager:

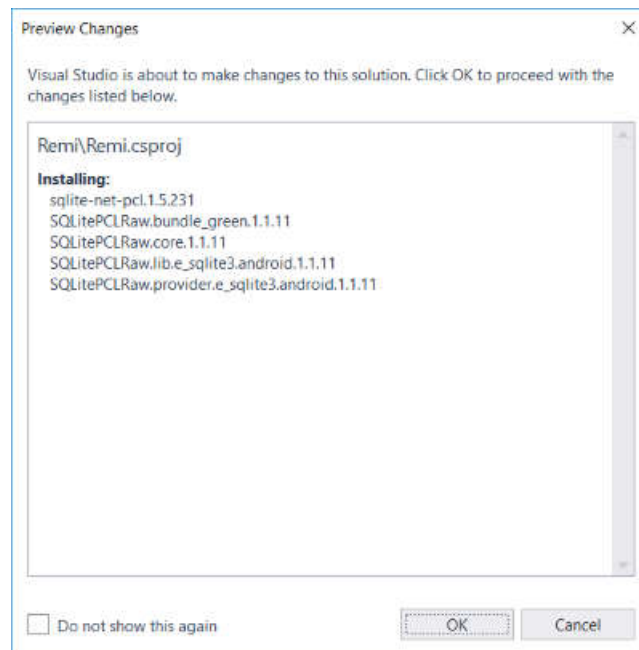
From Tools go to NugetPackage Manager and to Manage packages for solution.



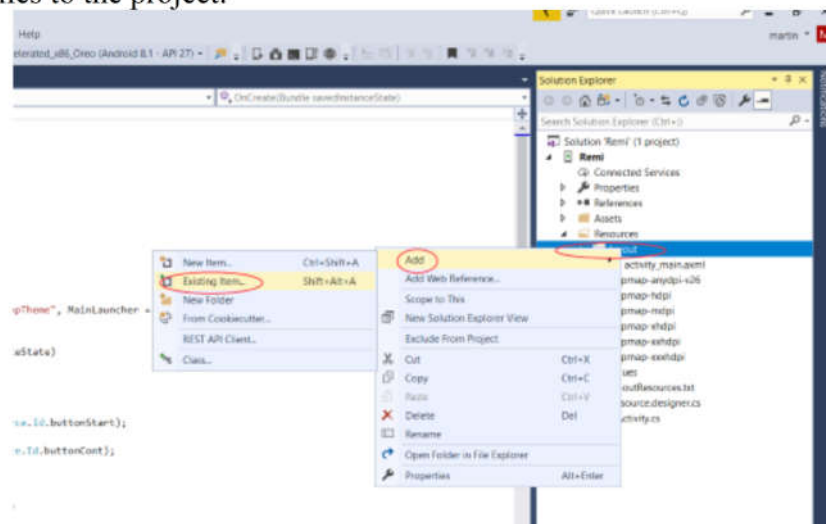
Browse to, select and install SQLITE.NET:



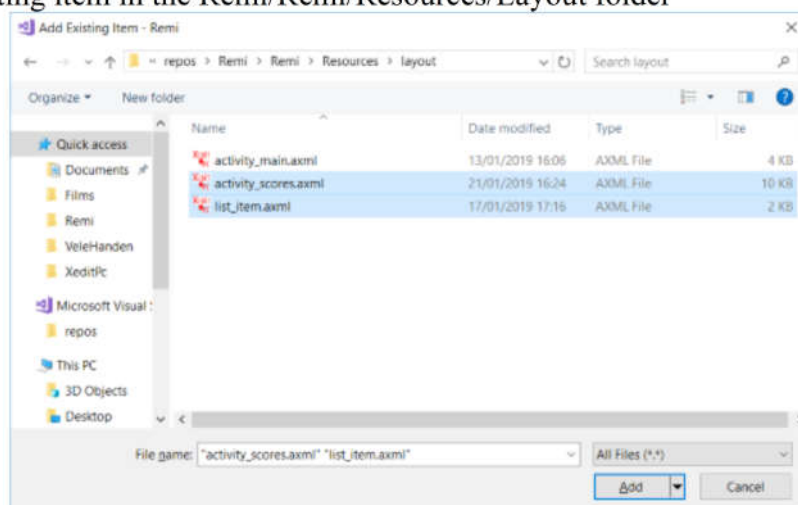
confirm:



Add the copied files to the project.

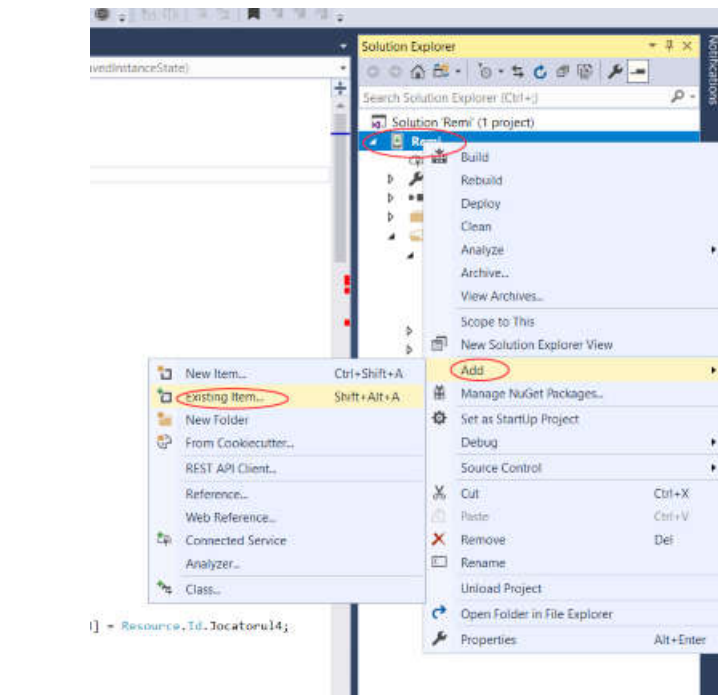


Open the solution explorer (Ctrl+Alt+L), expand Resources, select Layout, right-click on Layout, then Add the Existing item in the Remi/Remi/Resources/Layout folder

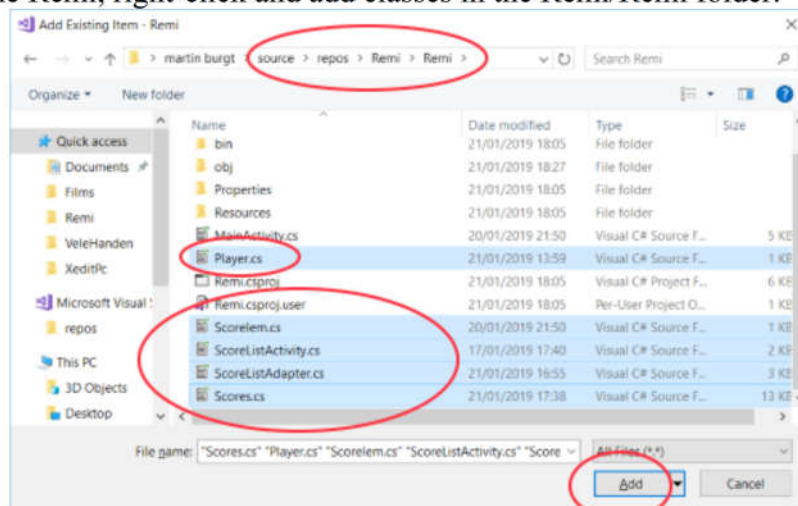


Select the 2 new files and click Add.

Repeat for the classes:



Select project name Remi, right-click and add classes in the Remi/Remi folder:



Build the solution, connect your android device (download and install usb-debug driver, if not installed) and debug. The name of the device will be shown in the menu part of the IDE.